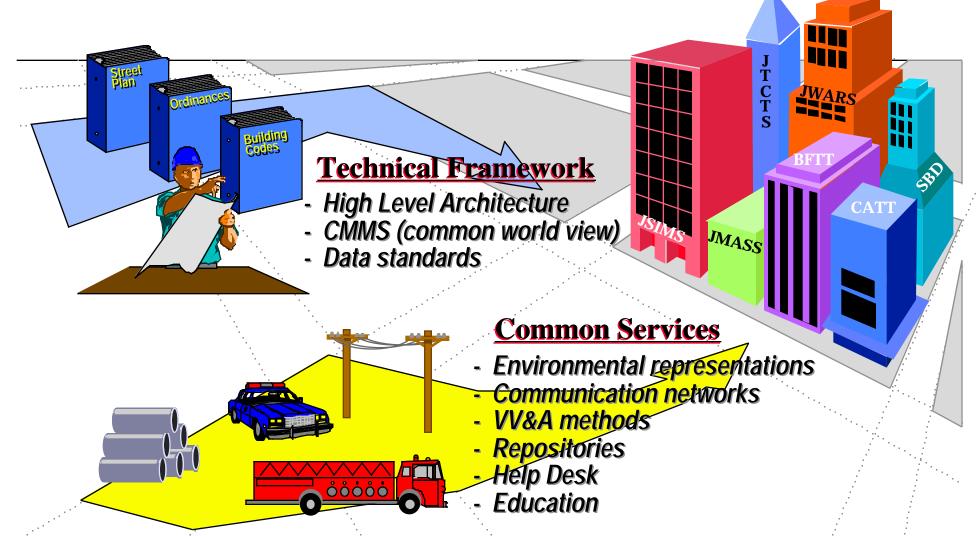


# Defense Modeling & Simulation Office Conceptual Models of the Mission Space (CMMS)

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## DoD M&S Strategy: An Analogy to City Planning



Payoffs: Interoperability and reuse = capability and cost-effectiveness



## **Conceptual Models of the Mission Space**

## **Simulation Development Process**

Real World	CMMS	Front End Analysis	Implementation
Simulation Independent		Simulation Dependent	

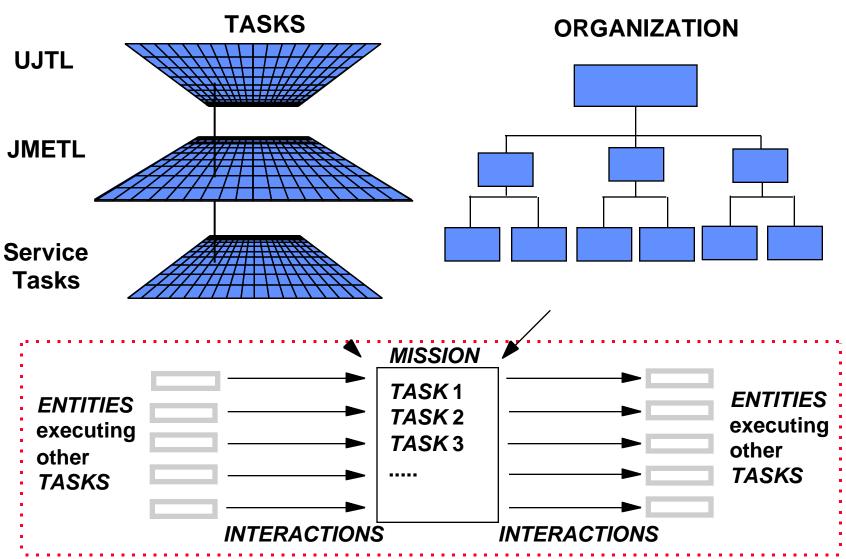


### What is a CMMS?

- First abstraction of real world
- Simulation independent <u>hierarchical</u> description of actions and interactions among various entities associated with particular mission area
- Common framework for knowledge acquisition
  - Validated, relevant actions and interactions organized by specific task and entity/organization (i.e., ADS's)
  - Standard format for expression (i.e., CSS's, DIF's)
- Purpose of CMMS is to cost-effectively provide simulation developers (and others) common understanding of real world
  - Disciplined procedure by which simulation developer is systematically informed about real world to be synthesized
  - Information structure that simulation subject matter expert employs to communicate with and obtain feedback from military operations subject matter expert
  - Real world operations basis for subsequent, simulation-specific analysis, design, and implementation decisions
  - Singular means for identifying re-use opportunities in eventual simulation implementation by establishing commonality in real world activities

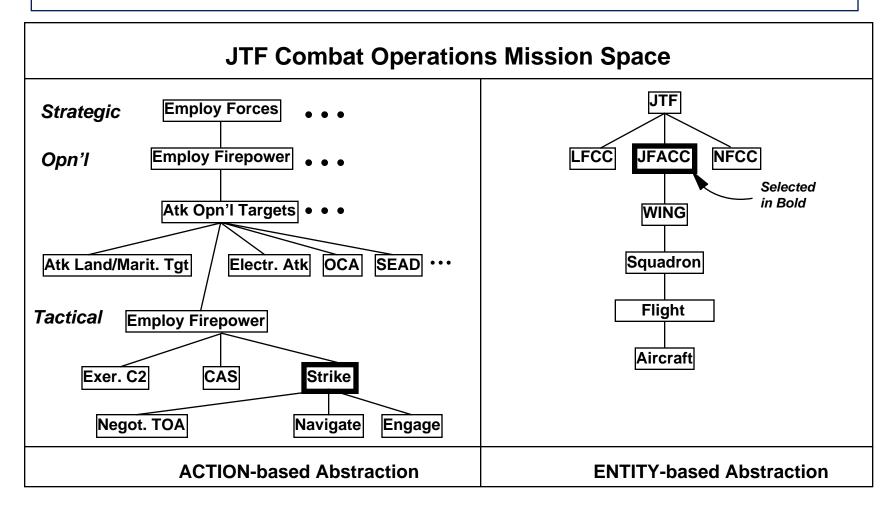


## **Organizational Concept**





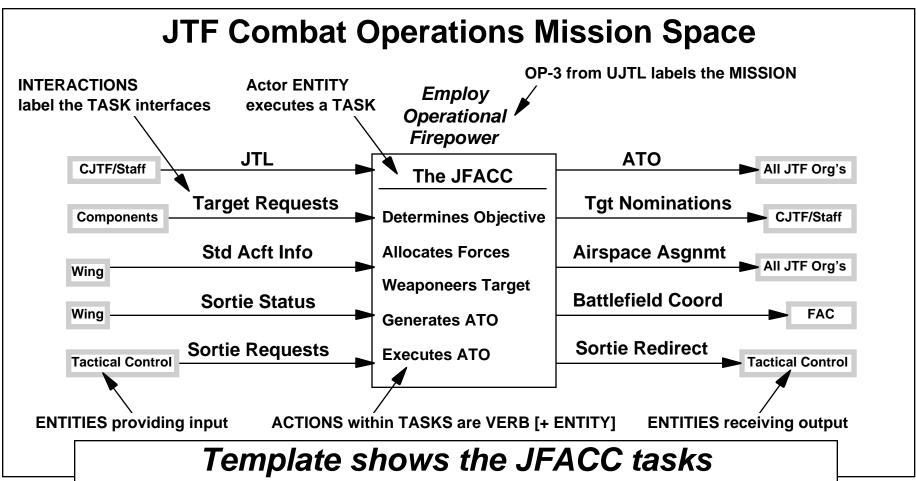
## **ACTION and ENTITY Selection Example**



User Selects the ACTIONs Involved and allocates ENTITIES to execute these ACTIONS in the Strike Task by the JFACC ...



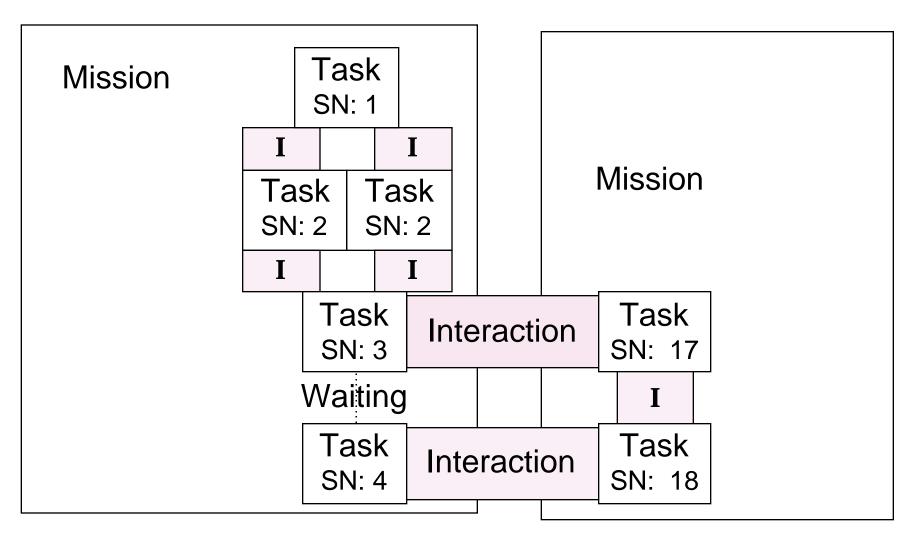
## **ENTITIES, ACTIONS, TASKS, and INTERACTIONS**



Template shows the JFACC tasks (e.g.., JFACC generates ATO) along with inputs, outputs, and their interfaces



### **Mission Threads**





#### **CMMS Technical Framework**

- The DMSO-sponsored CMMS Technical Framework provides the
  - technical standards
  - operational procedures
  - information systems infrastructure required for conceptual model integration within simulation projects and interoperability across DoD programs
- The CMMS Prototype Cycle 1 (completed 10/24/96) implementation of CMMS-TF version 0.1 (4/26/96)
  - 9 standard functions required to create and manage models
  - preliminary Common Syntax and Semantics (CSS)
  - a common Data Interchange Format (DIF) established the feasibility and the common technical approach
- CMMS-TF version 0.2 (draft 11/15/96) is the formal vehicle for implementing the common technical approach
  - between JWARS and JSIMS
  - between the JSIMS JPO, EA's and DA's, and partner programs and eventually among all DoD M&S activities



### **CMMS Technical Framework Version 0.2**

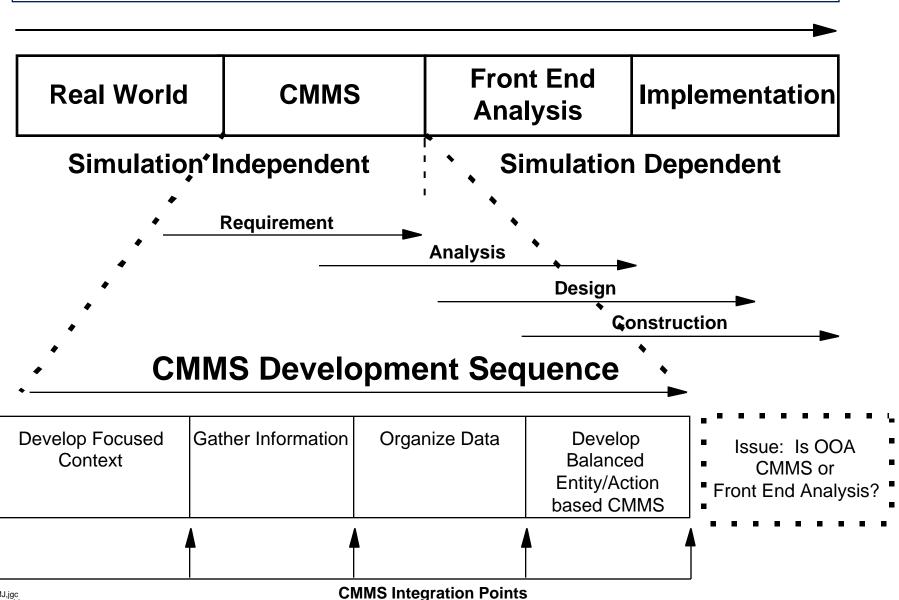
- Establishes a common CMMS development sequence
  - develop Mission Threads to provide focused context and identify priorities
  - gather information by registering ADS on MSRR
  - organize data using standard Op-Spec and Use-Case templates
  - construct balance Entity/Action-based CMMS using CSS
- Note: OO analysis is the end of CMMS and the beginning of Front End Analysis. Some projects may include OO models in CMMS.
- Establishes Data-Centric CMMS Integration Standards
  - extend 9 CMMS functions to 20 Data Standards functions
  - 3-layer CSS (general IS templates, military EATI, CASE-tool style guides)
  - CASE-tool independent DIF
  - formal Interface Design Descriptions (IDD's)

for scalability within projects and interoperability between programs

- Employ the MSRR/CMSRR for
  - physical access
  - network connectivity
  - data releasability across DoD M&S programs



## **Simulation Development Sequence**





### **CMMS Process/Tech Framework**

## Information Sources

Feedback to authoritative sources





**KA Analysts** 

DIF

**CAPTURED KNOWLEDGE** 

#### **USER INTERFACES**

- Multiple user-requested views
  - Organization structure
  - Task structure
  - Model of interactions
  - Visualization of combat process
- Performance demands
  - Response time
  - Refresh rate
- User-friendliness

#### **DATABASE**

- CMMS elements:
  - Entities
  - Actions
  - Interactions
- Pointers to:
- Knowledge acquisition history
- Auth. sources
- Applicable models and simulations

### MANAGEMENT PROCESS/TOOLS

- CMMS element integration
- Warfighter approval
- Functional area mission space mgt
- Resource/tool management

#### KNOWLEDGE CONVERSION PROCESS/TOOLS

- Check source, format, content
- Extract CMMS elements
- Deficiency correction
- Tool guidance
- Store in temporary database
- Convert CMMS elements for export



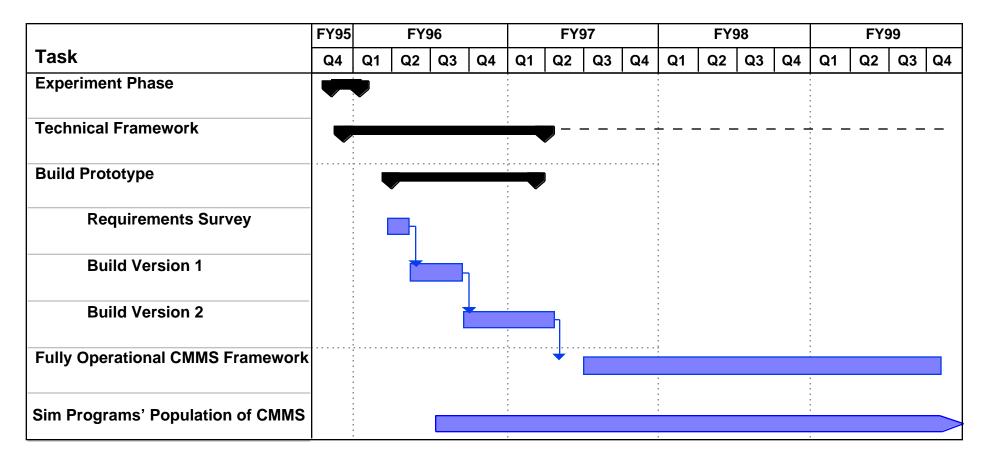
**CMMS** 

Users



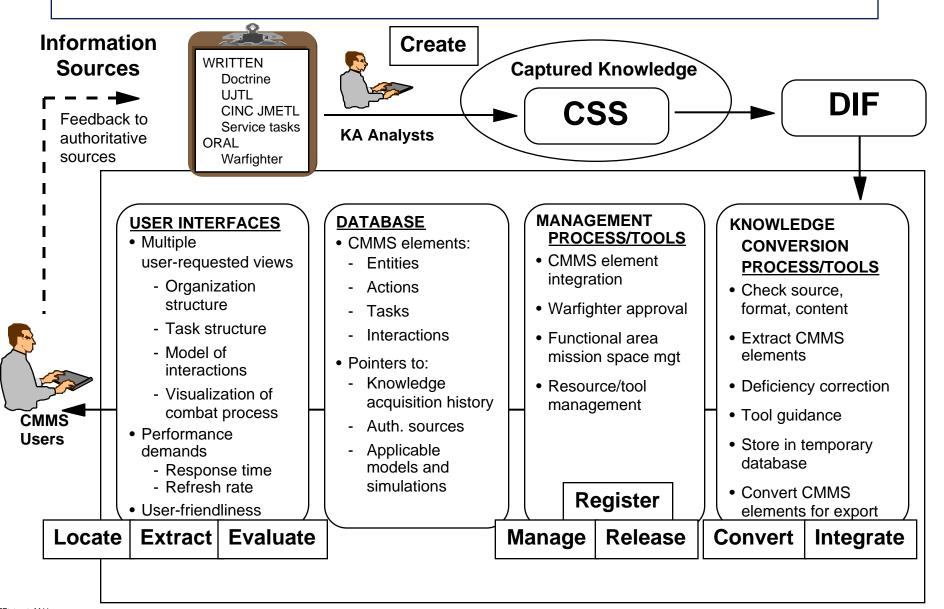
## **Long Range Schedule**

#### **CMMS Execution**





## **CMMS** Prototype





## Cycle 1 - Lessons Learned

- No CSS, no integration
- DIF required for efficient conversion
- Export API's necessary to compliment import API's
- Is VV&A done prior to conversion and integration, after, or both?
- How are VV&C values aggregated?



## **Cycle 2 - Enhancements**

- Develop DIFs and improved conversion routines for existing programs
- Add functionality to capture additional elements in Technical Framework (e.g., conditions, sequencing)
- Add functionality to reflect new Technical Framework functions
- CMMS use-case by simulation developer (UFR)



#### A Valid CMMS Is Essential

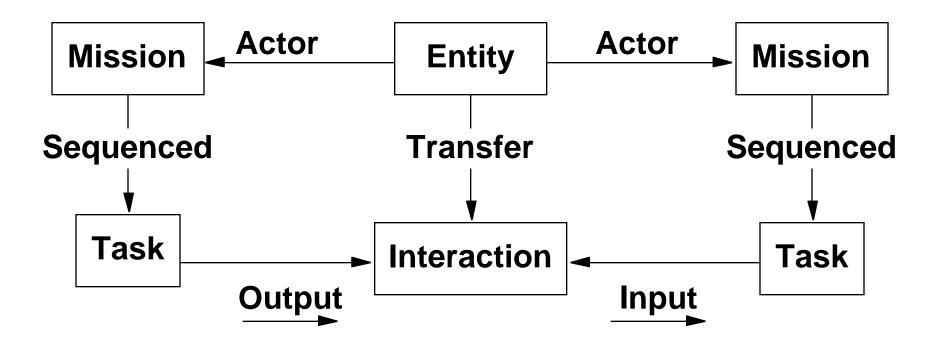
- Direct link from warfighter to simulation developer
- Makes simulation developers' job more efficient
- Results in simulations the warfighter can depend on



## **Backup**



### **Task-Interaction**





#### **ENTITY-Based Abstractions**

• ENTITY A distinguishable person, place, thing, or concept about which information is kept [2]. In particular, ENTITY includes the notions of person, organization, facility, feature, materiel, and plan defined in [5].

#### Concrete Examples

- Person Wing Commander, Pilot

- Organization JFACC, Flight

- Facility Airbase, Power Plant

- Feature Road, River, Bridge

- Materiel F15, AWACS, Sidewinder

- Plan ATO

#### Abstraction Examples

- Core C2 GCCS entity-relationship diagram

- JWSOL JTF-ATD object classes



#### **ACTION-Based Abstractions**

 ACTION The alteration or transformation by natural force or human agency which produces a change in state or condition. ACTION = VERB [+ ENTITY]

Concrete Examples

- Physical Verbs Move, Sense, Communicate, Engage, Replenish,...

- Cognitive Verbs Develop, Monitor, Analyze, Supervise,...

- Capabilities Refuel Aircraft

**Launch Missile** 

**Detect Submarine** 

**Generate ATO** 

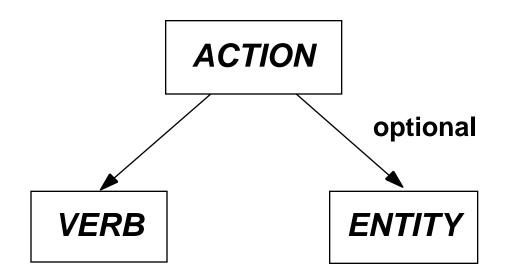
Abstraction Examples

- UJTL Process-oriented operations templates

- CMMS Verb Syntax Behavior-oriented C2 templates



## ACTION = VERB + ENTITY defining a Role





#### **TASKS**

• TASK

The execution of one or more *ACTIONS* by an *ENTITY*.

TASK is the smallest unit of unambiguous

operational meaning.

#### Concrete Examples

- ENTITY ACTION (VERB + ENTITY)

- KC-135 Refuels F-15

- F-15 Launches AIM-9L

- JFACC Generates ATO

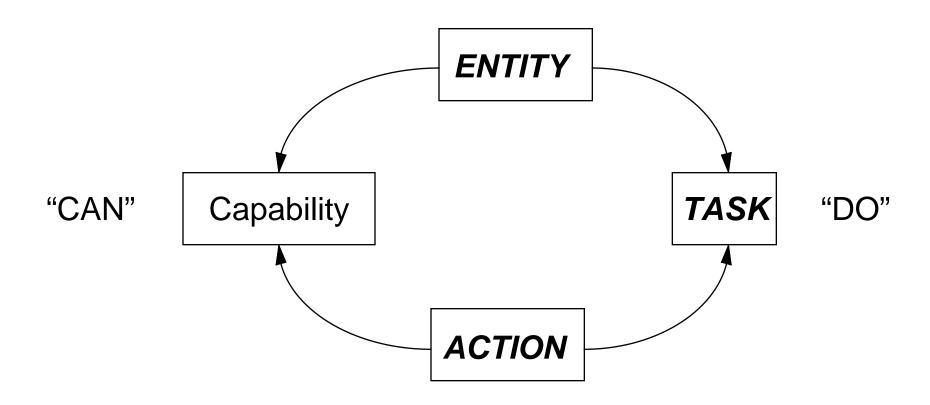
#### Abstraction Examples

- Linguistics Subject-Verb-Object is a Sentence

- Mathematics Domain-Mapping-Range is a Function



## **ENTITY-ACTION-TASK-Capability**





#### INTERACTIONS

• INTERACTION The interface which defines the flow of ENTITIES and/or ACTIONS between ENTITIES executing TASKS

Concrete Examples

- TASK Joint Targeting Board (Develops Joint Target List)

- INTERACTION JTB (Provides JTL) to JFACC

- TASK JFACC (Develops ATO)

Abstraction Examples

- State Transition Diagrams ENTITIES exchange state information



## **Mission-Mission Space**

#### Mission

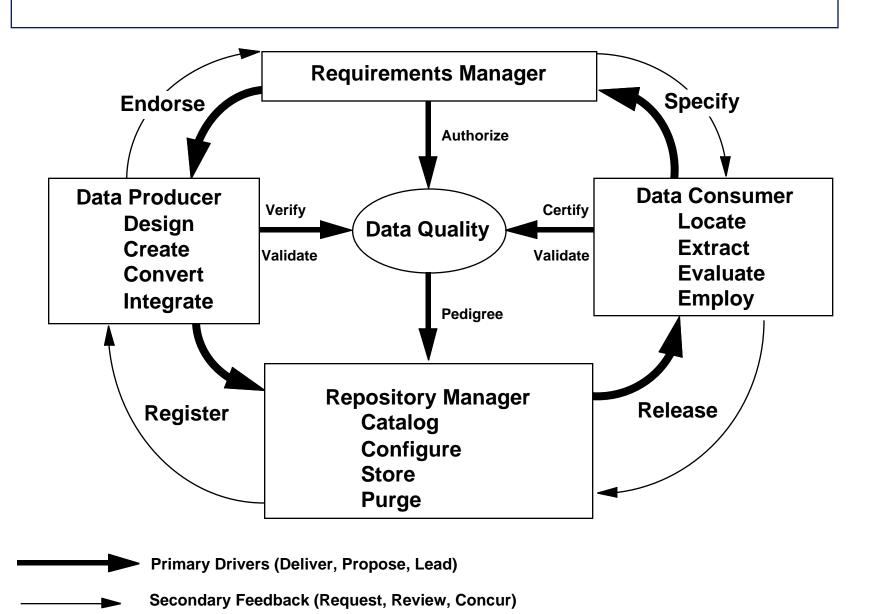
- A sequence of one or more tasks executed by an (actor) *ENTITY* to achieve a specific Objective or related set of Objectives

#### Mission Space

- A set of Missions which share a common organizing principle, purpose, or feature



## **Data Engineering Process, Version 0.1.3**





#### **Semantics Illustration**

#### Consider similar operations in two different contexts

**Army Context** 



Warfighter Function - Protect Convoy
Common Semantic Reference - **Defend** 

Navy Context



Warfighter Function - Defend BG Common Semantic Reference - **Defend** 

- Need to relate "Protect" to "Defend"
  - Establish a common underlying term for reference purposes
  - Establish a one-to-one correlation between terms and their accepted meanings or "senses"
  - Call it "Common Semantics"

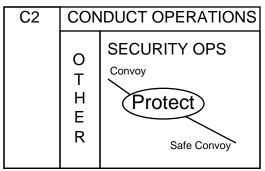


## **Syntax Illustration**

Consider the word in context of the two operations

#### **Army Context**

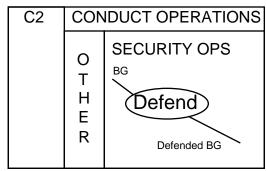
**MILITARY OPERATIONS** 



Warfighter Function - Protect Convoy Warfighting Context - Security Operations Common Semantic Reference - **Defend** 

#### **Navy Context**

**MILITARY OPERATIONS** 



Warfighter Function - Defend BG Warfighting Context - Security Operations Common Semantic Reference - **Defend** 

- To be meaningful, common semantics must be allowed to differ in different contexts
- Need to establish the context for this sense of "Defend"
  - Establish a generic syntax or structure of contexts
  - The common semantic term is valid within one of these contexts
  - Narrows the field enough to find similarities
  - Call it "Common Syntax" (where the word may be used)



## **CMMS Verb Syntax**

**Command and Control** 

**Monitor Situation** 

**Mission/Task Analysis** 

**Course of Action Development** 

**Supervise and Synchronize** 

**Execution** 

Move

Sense

Communicate

**Engage** 

Replenish

Repair

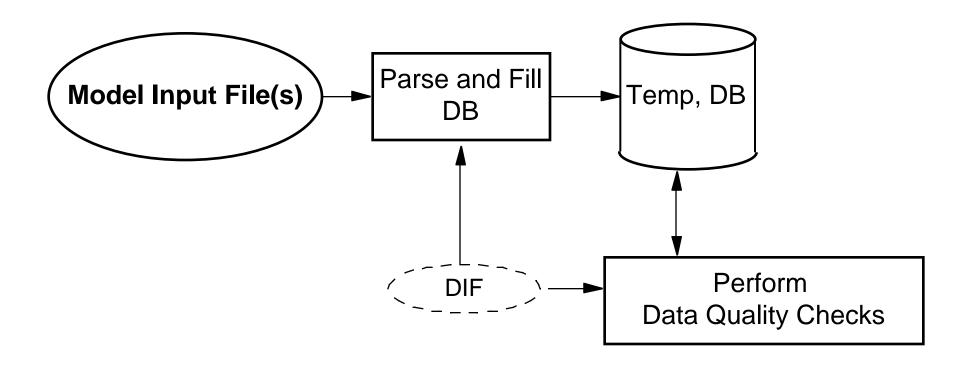


## **Common Syntax and Semantics**

- Layer-0: CSS for <u>General Purpose</u> IS Templates
  - Level-0 Unstructured Text, Freeform Diagrams
  - Level-1 IDEF0 Activity Model, IDEF1X E-R Diagram, Op-Spec
  - Level-2 Use-Case, Process, Behavior Diagrams (Core, Statemate, RDD)
  - Level-3 Booch, Rumbaugh, Schler-Mellor, UML, IDEF Object, ...
- Layer-1: CSS for Structure and Content Specific to the Mission Space
  - Level-0 Flat Lexicon (JP m-nn series)
  - Level-1 Global Namespace Data Dictionary (Core C2 data model)
  - Level-2 Hierarchical Semantics with Recursive Elements (CMMS EATI)
  - Level-3 Multiple-Inheritance Data Elements
- Layer-2: CASE Tool-Specific Style Guides
  - Level-0 Tool Features to Include/Exclude
  - Level-1 Tool Feature Usage Conventions
  - Level-2 Model Structure and Layout Conventions

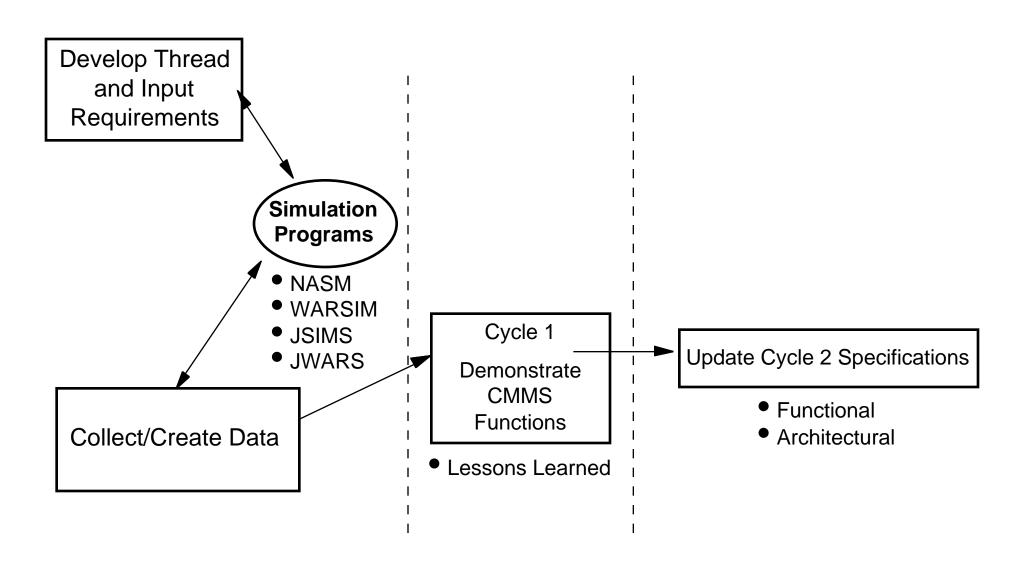


## **Cycle 1 Conversion Process**





## **Prototype Operational Concept**





#### **DRC Thread Data**

- DRC Created 4 High Level Templates
- Each template based on UJTL task and JMETL template concept
- Lower level templates linked to simulation program data
- Templates
  - Conduct Joint Deployment (SecDef)
  - Protect and Support Forces (Unified Command)
  - Conduct Joint Interdiction (Sub-unified Command)
  - Conduct Air Interdiction (Air Component Commander)
- Thread implemented on Korean Interdiction scenario



## Cycle 1 Create

#### **Create**

Capture of real world information about one or more Missions in the form of a Model for eventual inclusion in CMMS

- Goal: Minimize DMSO sponsored knowledge acquisition
- Obtain/use knowledge from 4 existing programs
  - JSIMS
  - WARSIM
  - NASM
  - JWARS
- Obtain/create knowledge to support integrated mission thread



## Cycle 1 Data Dictionaries

- Two Dictionaries
  - Entities
  - Verbs
- Sources
  - JSIMS Data Dictionary
  - JWARS Data Dictionary
  - Excerpt from DMSO Verb Dictionary
  - NASM RDT Terms (derived)
  - WARSIM Terms (derived)
  - DRC Thread Data Terms (derived)



## Cycle 1 Convert

#### **Create**

Transformation of a Model which has been registered from its native form to a standard form required by CMMS including extraction of semantic and syntactic elements CMMS

- Convert data for 4 programs
  - JSIMS
  - WARSIM
  - NASM
  - JWARS



## Cycle 1 Integrate

#### **Create**

The act of combining, normalizing, storing, indexing, and in general migrating Registered Models in CMMS standard form to a higher level of structural maturity and semantic enforcement within a unified database CMMS

- Perform relationship checks
- Link data to items in data dictionary
- Link new data to data already in database



## Cycle 1 Integration Process Special Checks

- Assign Nouns to Entities in Dictionary
  - Look for matching name
  - Search for synonym with matching name
- Assign Actions to Verbs in Dictionary
  - Look for matching name
  - Search for synonym with matching name
- Identify Links to Existing Entities
  - If entity with same name already exists, do not add entity but link to that entity
- Identify/Check Relationships
  - Identify actions without actors
  - Identify inputs without sender action
  - Identify outputs without receiver action
  - Identify task interactions that do not interact properly with actions, entities, or roles



## Cycle 1 Register

Register

Submission of one or more models for actual inclusion in CMMS including source, format, and content checking with deficiency correction as appropriate CMMS

#### **Producer**

- Registers new model (e.g., JSIMS, WARSIM, NASM, JWARS) or updates an existing model
- Provides summary information on model
- Indicates privileges to be granted to users
- Describes location of model (model loaded)



## Cycle 1 Manage

<u>Manager</u>

The provision of configuration management, version control, change traceability, data storage, and resource allocation for Models in CMMS

- Configuration Management
  - All data tied to model and version
- Traceability
  - Interface provided for updating reference documents
  - VV&A pedigree updated to reflect reference changes
- Data Storage
  - Implemented via a COTS DBMS
  - Data structure consistent with EATI canonical form
- Installation Instructions\*
  - Describe installation procedures and requirements including resources
- Event Services
  - Producers notified of Integration, consumers notified of model changes\*
  - Integration and release reports provided

\*Not Implemented in Cycle 1



## Cycle 1 Release

#### Release

The provision of security services, access control, user identification for use and examination of Models

- User Identification and Access Control
  - Users must be registered and authenticated
  - Users only allowed to perform functions and access models for which they have been authorized\*
- Security Services
  - Cycle 1 implemented on C2 operating system



### Cycle 1 Locate

#### **Locate**

The use of on-line browsing tools, automated searches, and retrieval queries to identify Models of interest

- Fully Structured Views (FSVs)
  - Provide Information Interaction FSV
- Provide Following On-Line Reports
  - Organization Mission Tasks
  - Task Data
  - Model Semantic Assignments
  - Model Data Quality Errors
  - Model Relationship Errors



## Cycle 1 Extract

#### **Extract**

The use of application programming interfaces and automated data retrieval services to gather, format, package, and delivery CMMS Models to simulation developers

- Provide on-line queries
- Provide capabilities for downloading data displayed in queries and reports



## Cycle 1 Evaluate

#### **Evaluate**

Determination of the suitability of a CMMS Model for specific end-use by a simulation developer

Provide user with on-line interface to update VV&A pedigrees (model version, entity, action, reference)